CLAIMS

1. A computer program product, tangibly embodied in an information carrier, for selecting a renderer, the computer program product being operable to cause data processing apparatus to perform operations comprising:

receiving a client identifier that identifies a client;

comparing the client identifier with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

generating a score for each comparison, the score reflecting the similarity between the client identifier and the client template, and

selecting, based on the score, a renderer from the plurality of renderers for use in communication with the client.

2. The product of claim 1, wherein the score is one of at least three different possible scores.

3. The product of claim 1, wherein each score is generated by computing a number of matching characters in a client template divided by a number of characters in the client identifier.

4. The product of claim 1, wherein the renderer is selected based on the highest generated score.

5. The product of claim 1, wherein the renderer is selected based the first generated score that meets or exceeds a minimum score.

6. The product of claim 1, wherein the renderer is selected based on first generated score that meets the maximum score.

7. The product of claim 1, wherein the client identifier is a user agent identifier that identifies a Web browser running on the client.

8. A method for selecting a renderer, the method comprising:

receiving a client identifier that identifies a client;

comparing the client identifier with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

5   generating a score for each comparison, the score reflecting the similarity between the client identifier and the client template, and

selecting, based on the score, a renderer from the plurality of renderers for use in communication with the client.

9. The method of claim 8, wherein the score is one of at least three different possible scores.

10   10. The method of claim 8, wherein each score is generated by computing a number of matching characters in a client template divided by a number of characters in the client identifier.

11. The method of claim 8, wherein the renderer is selected based on the highest generated score.

15   12. The method of claim 8, wherein the renderer is selected based the first generated score that meets or exceeds a minimum score.

13. The method of claim 8, wherein the renderer is selected based on first generated score that meets the maximum score.

14. The method of claim 8, wherein the client identifier is a user agent identifier that

20   identifies a Web browser running on the client.

15. An apparatus for selecting a renderer, the apparatus comprising:

    means for receiving a client identifier that identifies a client;

    means for comparing the client identifier with each of one or more client templates, each client template being associated with a renderer in a plurality of renderers;

    means for generating a score for each comparison, the score reflecting the similarity between the client identifier and the client template, and

    means for selecting, based on the score, a renderer from the plurality of renderers for use in communication with the client.

16. The apparatus of 15, wherein the score is one of at least three different possible scores.

17. The apparatus of 15, wherein the means for generating a score for each comparison includes means for generating each score by computing a number of matching characters in a client template divided by a number of characters in the client identifier.

18. The apparatus of 15, wherein the renderer is selected based on the highest generated score.

19. The apparatus of 15, wherein the renderer is selected based the first generated score that meets or exceeds a minimum score.

20. The apparatus of 15, wherein the renderer is selected based on first generated score that meets the maximum score.

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